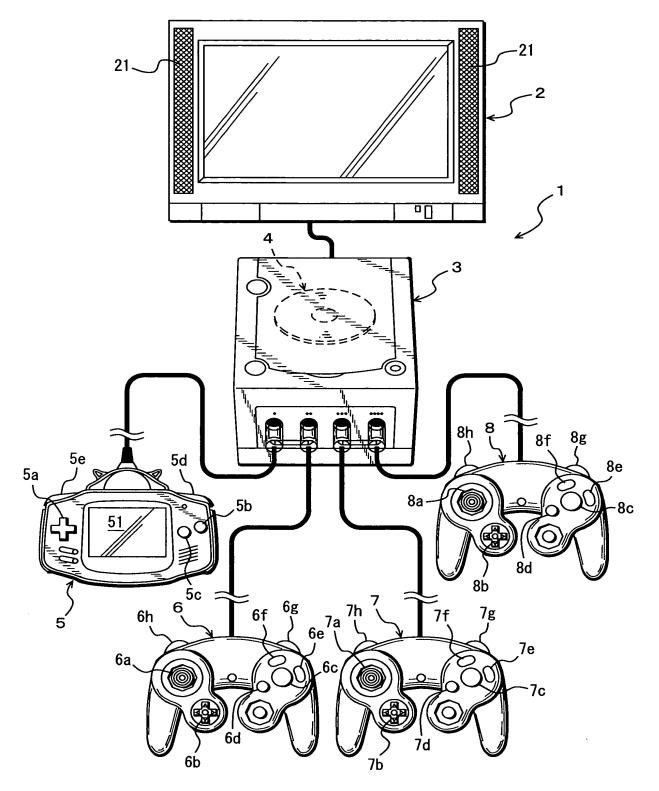
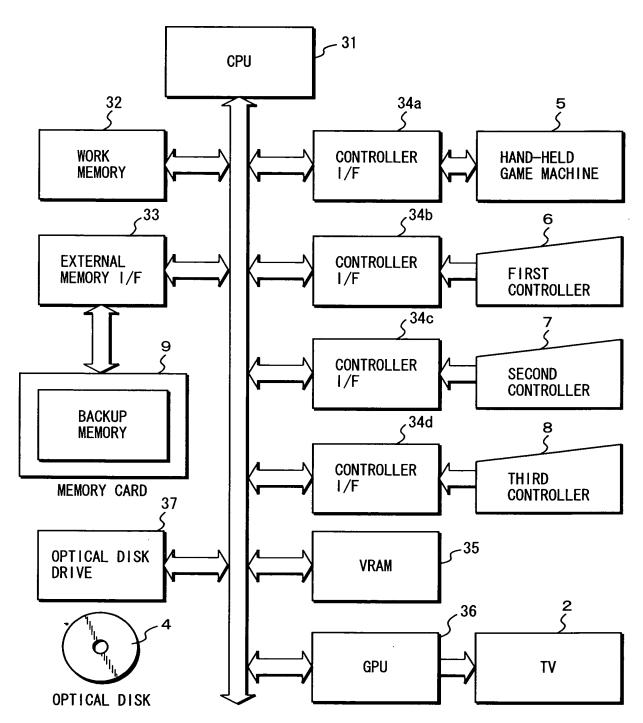
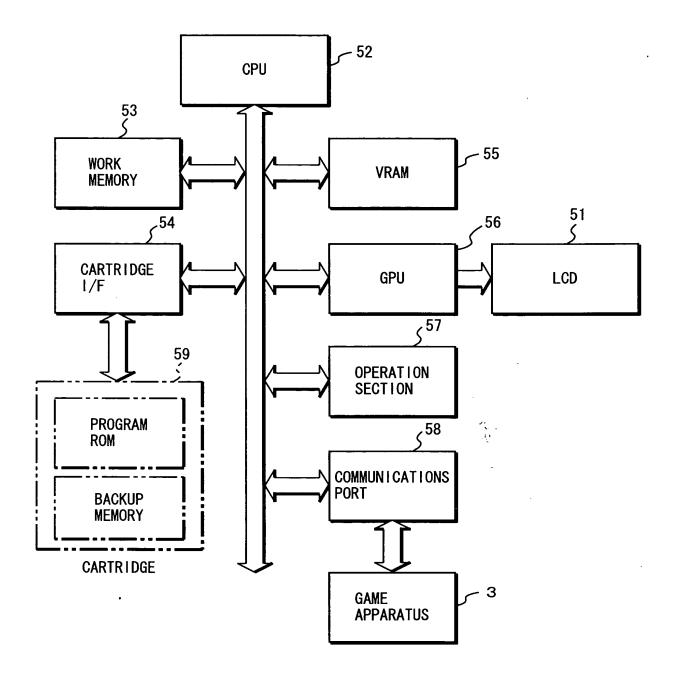
F I G. 1



F I G. 2



F I G. 3



| | 54 |
|---|--------------------------|
| GAME PROGRAM | 40 |
| OPERATION DETECTING PROGRAM | √ 41 |
| CHARACTER SWITCHING PROGRAM | √ 42 |
| CHARACTER OPERATION PROGRAM | ∕ 43 |
| FIRST CHARACTER OPERATION PROGRAM SECOND CHARACTER OPERATION PROGRAM THIRD CHARACTER OPERATION PROGRAM FOURTH CHARACTER OPERATION PROGRAM | 43a 43b 43c 43d |
| GAME SCREEN OUTPUT PROGRAM | <u></u> |
| FIRST GAME SCREEN OUTPUT PROGRAM SECOND GAME SCREEN OUTPUT PROGRAM THIRD GAME SCREEN OUTPUT PROGRAM FOURTH GAME SCREEN OUTPUT PROGRAM | 44a 44b 44c 44d |
| RESIDUAL IMAGE DISPLAYING PROGRAM | ~ 45 |
| DISPLAY REGION CHANGING PROGRAM | 1 46 |
| SCORE PROCESSING PROGRAM | ∕ 47 |
| PROGRAM FOR THE HAND-HELD GAME MACHINE | √ 48 |
| RADAR SCREEN DISPLAYING PROGRAM | √ 49 |
| : : | |
| MAP DATA | <u></u> |
| CHARACTER DATA | 62 |
| | |

FIG. 5A

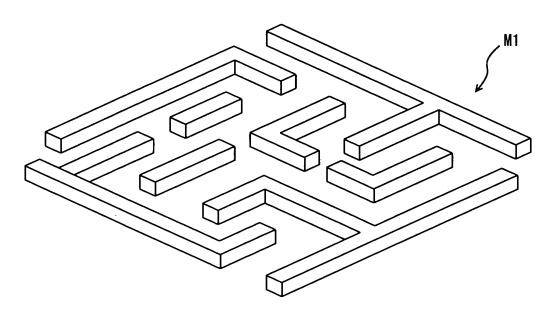
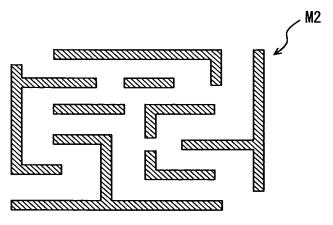


FIG. 5B



F I G. 5 C

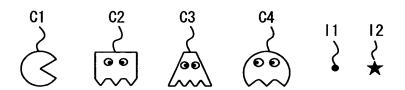
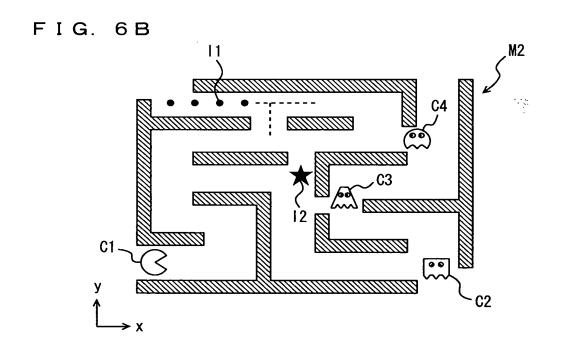


FIG. 6A



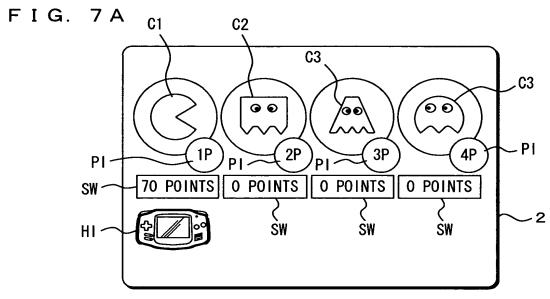


FIG. 7B

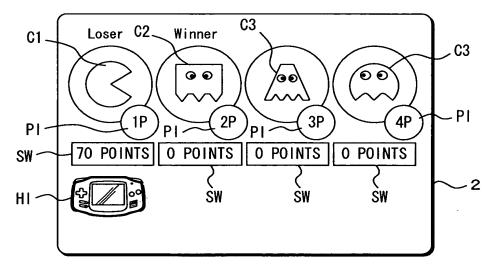
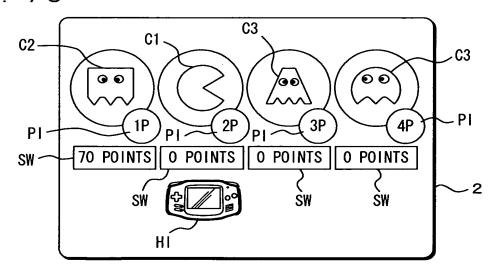
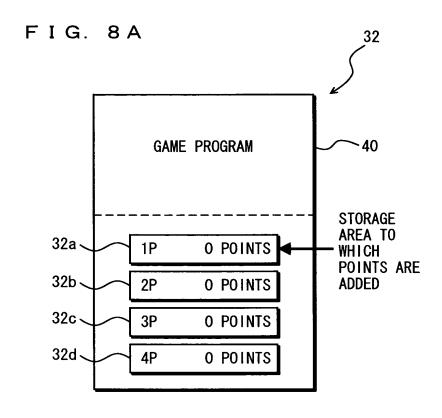


FIG. 7C





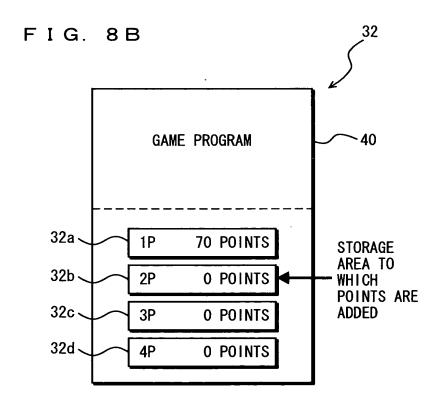


FIG. 9A

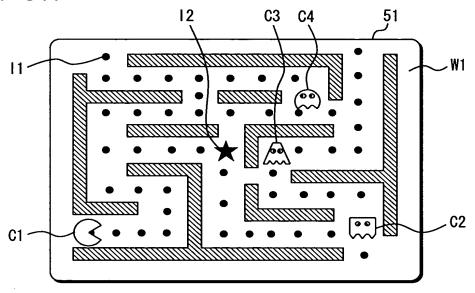
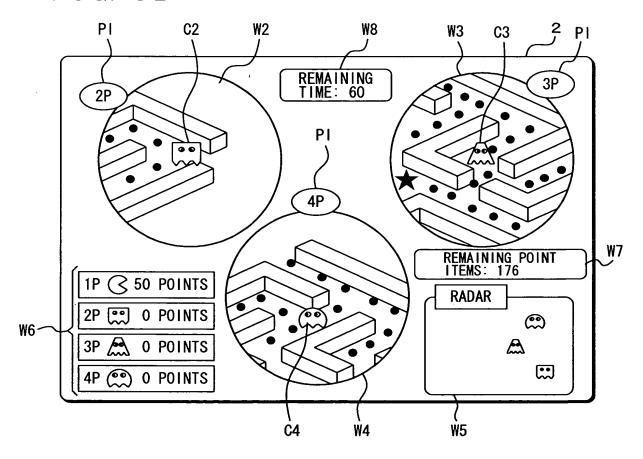
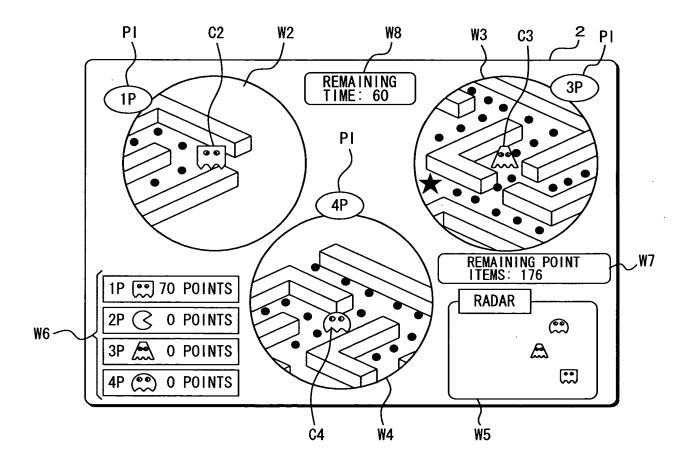
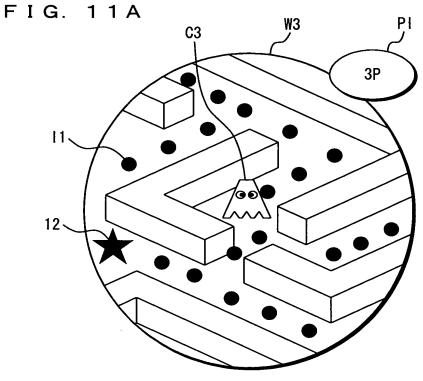


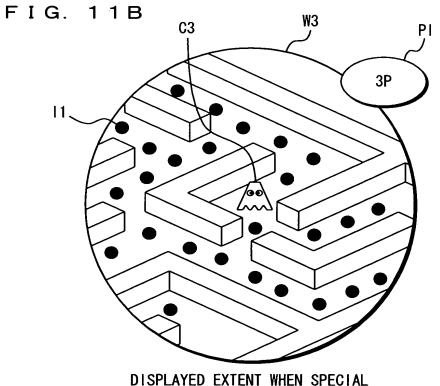
FIG. 9B





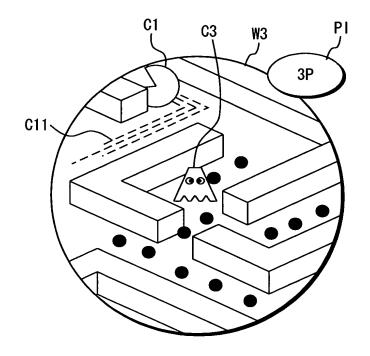


USUAL DISPLAYED EXTENT

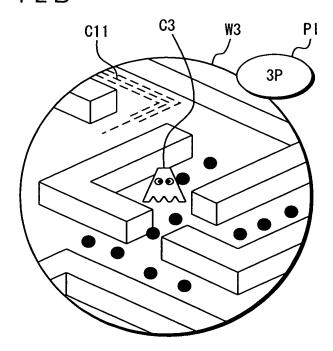


DISPLAYED EXTENT WHEN SPECIAL ITEM IS OBTAINED

F I G. 12A



F I G. 12B



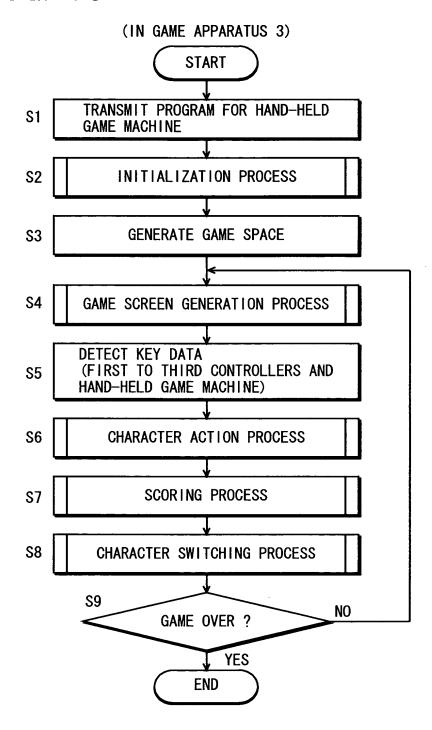
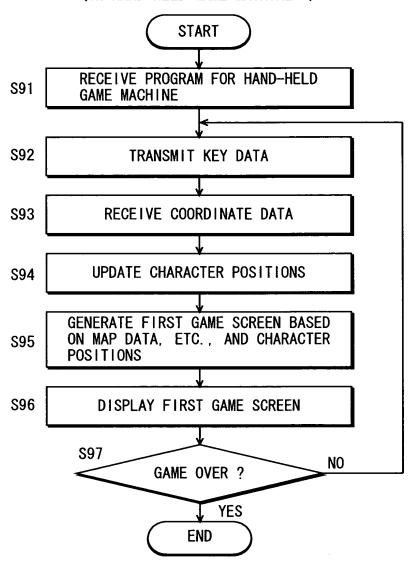
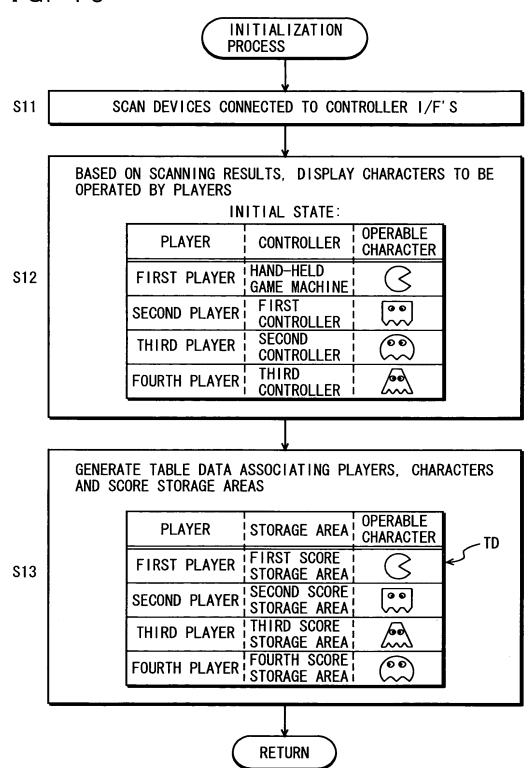
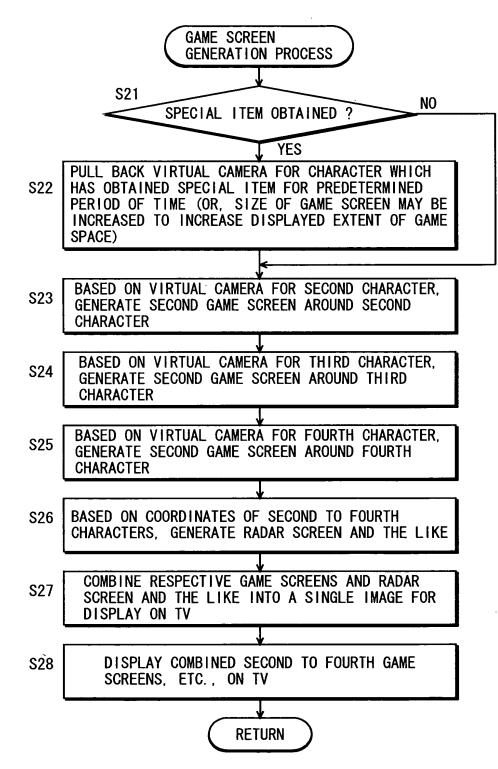


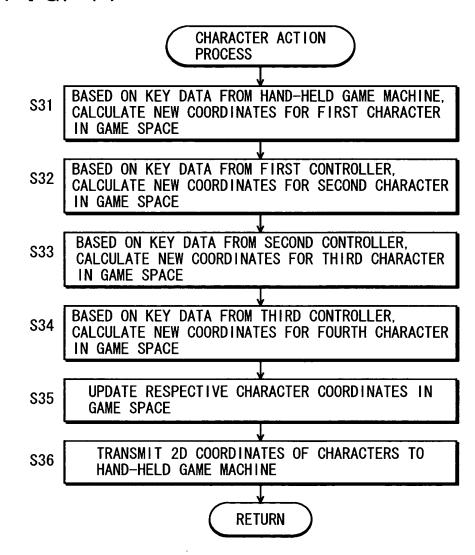
FIG. 14

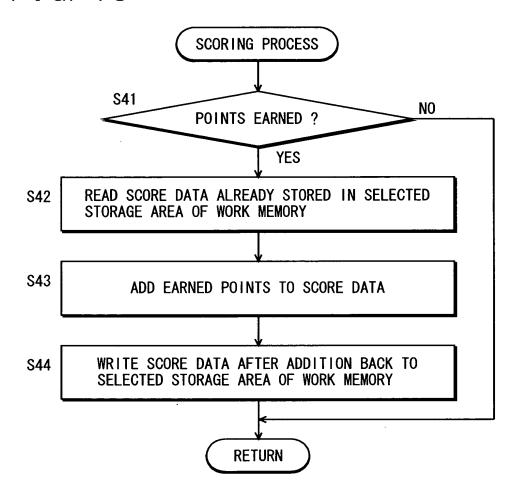
(IN HAND-HELD GAME MACHINE 5)

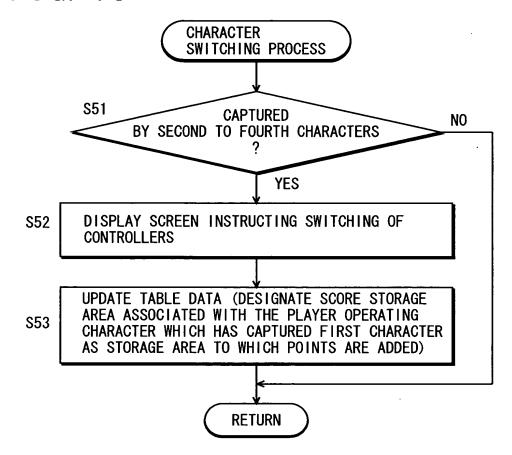












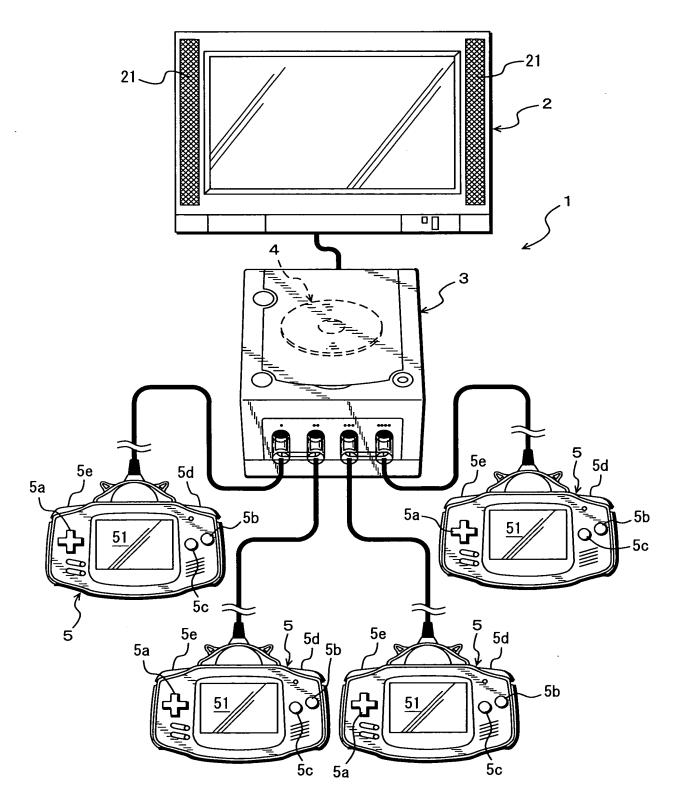


FIG. 21A

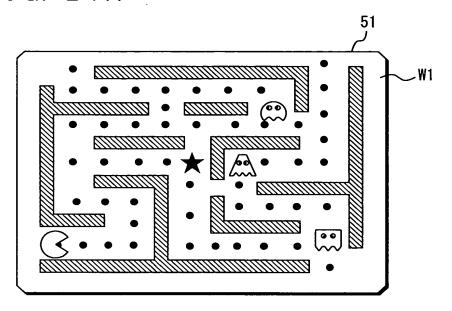


FIG. 21B

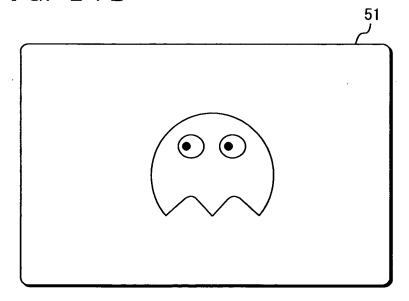


FIG. 22

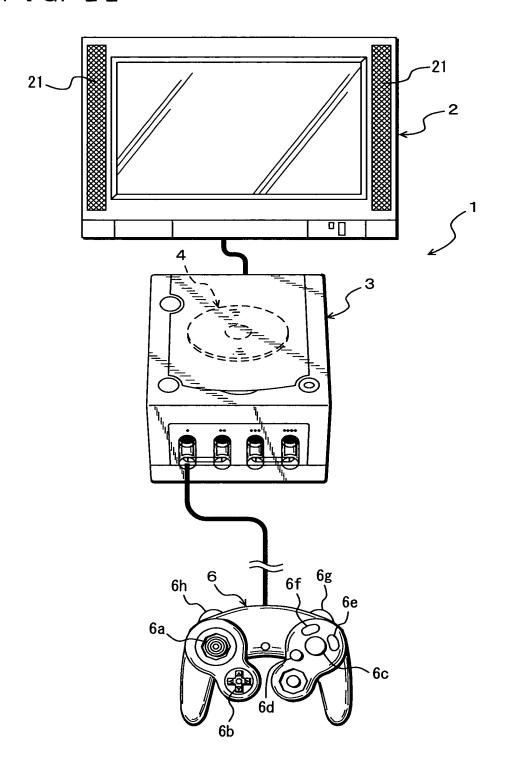


FIG. 23A

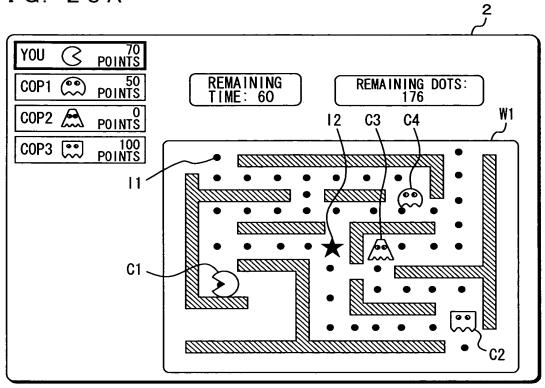
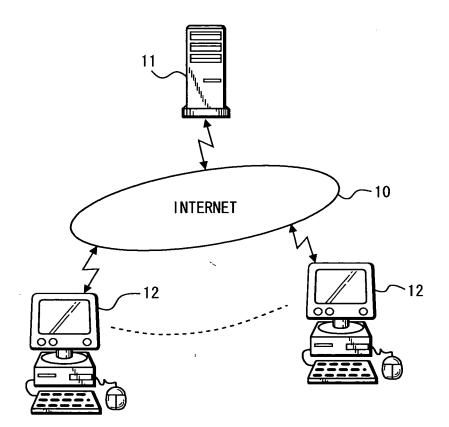
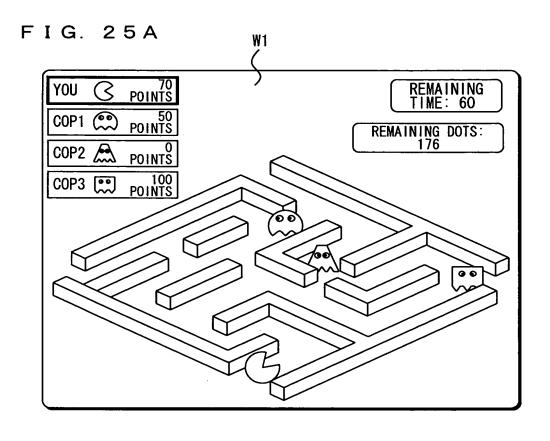
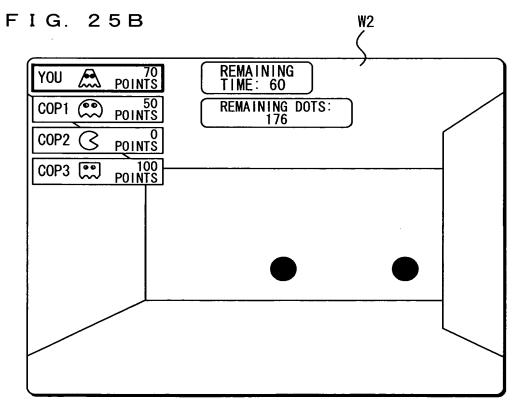


FIG. 23B REMAINING TIME: 60 70 POINTS YOU RADAR (2) 50 POINTS COP1 (2) REMAINING DOTS: 盘 POINTS COP2 100 POINTS COP3 🐑 -W2 11-- C2 12







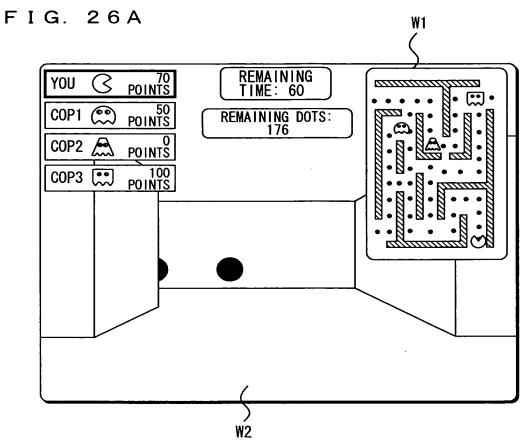


FIG. 26B

